

Abstract

A method and apparatus in a gaming network for transmitting event messages from gaming terminals to a central server and, consequently, routing each event message to an appropriate application. The system may include multiple gaming function specific servers with multiple applications on each server using a dedicated central server for message routing. In addition, this system can route secondary event messages generated by primary event messages. These secondary messages may be routed to other applications, other servers, or the gaming terminals. The system utilizes an association data structure in the central server to route messages without the need for embedded routing software code in each application, minimizing the need to rewrite software code that may result from any changes in gaming function or the applications that provide that functionality.